



1. RULES AND REGULATIONS

KNOCKOUT 21 is governed by the Rules and Regulations Respecting Lotteries and Gaming of British Columbia Lottery Corporation ("**BCLC**"), as amended from time to time and is available at www.bclc.com.

2. ISSUANCE OF TICKETS

To participate, a player must purchase a KNOCKOUT 21 ticket at a BCLC authorized Self-Serve Terminal ("**SST**") and pay a \$5.00 wager for each ticket per draw. During one transaction a maximum of 3 tickets per draw can be purchased and for 3 consecutive draws, totaling 9 tickets in one transaction. A ticket as defined in the Rules and Regulations Respecting Lotteries and Gaming will be issued showing the draw date, the draw number, fifteen player hands, dealer's first card for all hands in Game 2, player's choice to hit or stand, the control number, and other relevant information.

3. DRAW AND DRAW DAY

KNOCKOUT 21 is a Blackjack-style monitor lottery scheme. The player's objective is to achieve the highest total for each hand on the ticket without going over 21. Each ticket has 15 player hands of two cards (the "**Starting Hands**"). The Starting Hands are separated into three separate games (each a "**Game**" and collectively the "**Games**"): Game 1 consists of four hands; Game 2 consists of five hands and the dealer's first card for each of the five hands; and Game 3 consists of 6 hands.

A dealer's hand consists of two or more cards whereby the total score is at least 17 ("**Dealer's Hand**"). A completed hand will consist of the Starting Hand, any hit cards if applicable, and the Dealer's Hand ("**Completed Hand**"). A Game will be completed once all Completed Hands in that game have been dealt.

KNOCKOUT 21 draws use all available cards in an infinite number of standard playing card decks, excluding jokers.

KNOCKOUT 21 draws (a "**Draw**" or "**Draws**") occur daily at intervals determined by BCLC commencing on or after 11:21 a.m. and ending on or about 11:00 p.m. PT (the "**Draw Day**"). Should a Draw not occur for any reason at the scheduled Draw time, that Draw will be conducted at the next available Draw time. Each Draw is assigned a draw number. Tickets qualify only for the Draw with the same Draw number(s) set out on the ticket.



4. WINNING A GAME AND PLAY RULES

A player wins a hand and proceeds to the next hand of a Game when the player ties or wins a hand against the dealer. The dealer plays one hand for each corresponding player hand (15 in total). When a player loses a hand against the dealer, or if the player's hand reaches 22 or greater (a "**Bust**"), the player is eliminated from that Game. A player wins a Game if and only if the player wins against the dealer in every hand of that Game. If a player ties the dealer, the player is deemed to have won against the dealer (a "**Push**"). A Push does not occur where the player and dealer tie at 21 and the dealer has a 2-card 21 and the player has a 3-card (or more) 21, in which instance the dealer wins that hand.

In a hand where there are NO player winners and no Pushes, all players participating in that hand will be deemed to win that hand and proceed to play the next hand (a "**Lucky Loser**"). Where a Lucky Loser occurs on the last hand of a Game, which Game ends and all players participating in that last hand win that Game and the applicable prize for that Game as set out in section 8 hereof.

In a hand where the dealer takes a card that makes the dealer's hand equal more than 21 (a "**Dealer Bust**"), all players active in that hand that did not Bust advance to the next hand. If the Dealer Busts on the last hand in a Game, then all players active in that hand that did not Bust win that Game and the applicable prize for that Game as set out in section 8 hereof.

5. HIT AND STAND RULES

For each hand in all Games a player can take only one extra card (a "**Hit Card**") to add to a Starting Hand. The dealer will take a Hit Card for as many times as necessary to reach a score of at least 17 on any given hand, but the dealer will not take a card ("**Stand**") if the dealer has a score of 17 or greater in that hand. This rule includes when the first two dealer cards equal a total of 17 or more and includes an Ace which is counted as 11.

Game 1

Game 1 requires no input from the player. A Hit Card is automatically added to the player's Starting Hand if and only if the three card total does not make a Bust. The player cannot Bust in Game 1. Win or lose Game 1, all players advance to Game 2.

Game 2

The player's ticket shows the dealer's first card and indicates either "Hit" or "Stand" for each hand. The Hit or Stand advice is generated by the BCLC Basic Strategy Chart for Game 2 shown in section 10 ("**Game 2 Basic Strategy**") and is the best statistical advice for that hand. The player may override any, all, or none of the Hit or Stand decisions that are displayed according to Game 2 Basic Strategy. The best statistical advice according to the Game 2 Basic Strategy does not guarantee a win.

If the player accepts a Hit for a hand, the Hit Card on the monitor will be added to their hand even if the total makes a Bust. If the player chooses to Stand, a Hit Card will NOT



be added to the player's hand even if that card would have moved the hand's total closer to 21 without a Bust. Win or lose Game 2, all players advance to Game 3.

Game 3

The player's ticket will only indicate the Hit or Stand based on the player's Starting Hand. The Hit or Stand is generated by the BCLC Basic Strategy Chart for Game 3 shown in section 11 ("**Game 3 Basic Strategy**") and is the best statistical advice for that hand. The player may override any, all, or none of the Hit or Stand decisions that are made according to Game 3 Basic Strategy.

Game 3 Basic Strategy does NOT have access to dealer card information and is based solely on the player's Starting Hand value.

6. KNOCKOUT 21 Card Values

All Cards 2 through 10 are valued at their face value.

Jack, Queen and King cards have a value of 10.

Aces have a value of either 1 or 11.

7. WINNING TICKETS

Any valid ticket with a winning Game is a "**Winning Ticket**" and entitles its lawful holder to claim a prize calculated in accordance with section 8 hereof.

8. PRIZES

Prizes are determined as follows:

Game 1 Prize	All players who win 4 of 4 hands against the dealer will win a prize of \$10.00.
Game 2 Prize	All players who win 5 of 5 hands against the dealer will win a share of the prize pool for this Game (ranging from \$15.00 - \$150.00).
Game 3 Prize	All players who win 6 of 6 hands against the dealer will win a share of the prize pool for this Game (ranging from \$20.00 - \$1,000.00).

The Prize amount for a Winning Ticket for Game 1 is always \$10.00.



KNOCKOUT 21 GAME CONDITIONS and PRIZE STRUCTURE STATEMENT

Prize amounts for a Winning Ticket for Game 2 or Game 3 vary depending on the number of players participating in that Draw and the number of players who win in that Game.

A player with a Winning Ticket must accept the Prize as awarded and the Prize must be claimed within one year from the date of the Draw Day of the Winning Ticket and according to the conditions as stated on the back of the Winning Ticket.

9. TICKET AVAILABILITY AND CHANGING SELECTIONS ON A TICKET

KNOCKOUT 21 tickets are available for purchase from approximately 6:00 a.m. to 11:00 p.m. PT daily. At the time of purchase, a Player chooses to purchase a ticket for the next available Draw or for any of the next 2 consecutive Draws thereafter (an “**Advanced Purchase**”).

A player may make Hit or Stand selections as set out in section 5 hereof when purchasing a ticket (the “**Original Ticket**”). A player may alter the Hit or Stand selections once, and only once, after the Original Ticket is printed. The player must make any selection changes before the sale period for that Draw closes. If the sale period for that Draw closes while the player is making Hit or Stand selections for a ticket, none of the player’s selections will be accepted and the ticket will be printed with the selections as made on the Original Ticket, or, if this is the purchase transaction, with BCLC Basic Strategy Chart selections.

If an Advanced Purchase ticket is purchased after 10:00 p.m. PT, the ticket may have play for the next draw day, in which case the Player may make changes to such an Advanced Purchase ticket up to 2:00 a.m. PT.



10. BASIC STRATEGY CHART FOR KNOCKOUT 21 – GAME 2

Game 2	Dealer's First Card									
Player	Ace	2	3	4	5	6	7	8	9	10-K
4	H	H	H	H	H	H	H	H	H	H
5	H	H	H	H	H	H	H	H	H	H
6	H	H	H	H	H	H	H	H	H	H
7	H	H	H	H	H	H	H	H	H	H
8	H	H	H	H	H	H	H	H	H	H
9	H	H	H	H	H	H	H	H	H	H
10	H	H	H	H	H	H	H	H	H	H
11	H	H	H	H	H	H	H	H	H	H
Ace/Ace	H	H	H	H	H	H	H	H	H	H
Ace/2	H	H	H	H	H	H	H	H	H	H
Ace/3	H	H	H	H	H	H	H	H	H	H
Ace/4	H	H	H	H	H	H	H	H	H	H
Ace/5	H	H	H	H	H	H	H	H	H	H
Ace/6	H	H	H	H	H	H	S	H	H	H
Ace/7	S	S	S	S	S	S	S	S	H	S
Ace/8	S	S	S	S	S	S	S	S	S	S
Ace/9	S	S	S	S	S	S	S	S	S	S
12	H	H	H	H	H	H	H	H	H	H
13	H	H	H	S	S	S	H	H	H	H
14	H	S	S	S	S	S	H	H	H	H
15	H	S	S	S	S	S	H	H	H	H
16	H	S	S	S	S	S	H	H	H	H
17	S	S	S	S	S	S	S	S	S	S
18	S	S	S	S	S	S	S	S	S	S
19	S	S	S	S	S	S	S	S	S	S
20	S	S	S	S	S	S	S	S	S	S
21	S	S	S	S	S	S	S	S	S	S

H = Hit
S = Stand



11. BASIC STRATEGY CHART FOR KNOCKOUT 21 – GAME 3

Player	Game 3
4	H
5	H
6	H
7	H
8	H
9	H
10	H
11	H
Ace/Ace	H
Ace/2	H
Ace/3	H
Ace/4	H
Ace/5	H
Ace/6	H
Ace/7	S
Ace/8	S
Ace/9	S
12	H
13	H
14	H
15	H
16	S
17	S
18	S
19	S
20	S
21	S

H = Hit
S = Stand



12. ODDS OF WINNING

The odds of winning a Prize are approximately:

Game	Odds
Game 1	1:10
Game 2	1:31
Game 3	1:66
Any Prize per ticket:	1:7

13. CANCELLATION OF TICKET

Tickets cannot be cancelled.